

2016-17 PROVINCIAL A MAJOR ASSOCIATION PROGRAMME

Except as modified hereunder the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all three day matches and the Ford Trophy conditions shall apply in all one day limited over matches. McDonalds Super Smash Playing Conditions shall apply in the Twenty20 matches.

1. The Programme

The programme will consist of a series of matches arranged and agreed between the Major Associations. These Playing Conditions are NOT for the Provincial A Tournament.

No competition points apply

Umpires will be appointed by NZC as required when match details are confirmed.

2. Three day matches

Matches played on a nearest neighbour basis have no points allocated and are not part of the Provincial A Tournament competition. Over rate penalties do not apply.

3. Points (One day limited over and Twenty20 matches)

No points apply for home and away matches in this programme.

Note: No penalties apply for over rates. The Duckworth-Lewis-Stern system for establishing target scores will be used.

4. The ball

Red Kookaburra Turf 156gm balls as approved by NZC will be used for three day matches.

White Kookaburra Turf 156gm ball (one) will be used for one day and Twenty20 matches.

No mandatory change of ball at the commencement of the 35th over.

Associations are required to have a supply of red and white turf balls available for replacement purposes.

5. Law 1.2 – Nomination of players

For each match teams may be composed of twelve players.

- 5.1 Prior to the toss for each match team captains must provide opposing captains and the Umpires a list of their batting XI and their fielding XI. The player left out of the fielding XI will act as a 12th man for the fielding portions of the match (i.e. the player may bat in the batting XI but may not bowl).
- 5.2 The 12th man may be rotated on and off the field acting as substitute fielder bearing in mind the rules of cricket in terms of eligibility to bowl and bat in relationship to a player's time off the field still apply.
- 5.3 No player (batsman) can only bat in the match and not take part in the field.

6. Replacement players

- 6.1 Where, after the players in a match have been nominated, any player who is selected by the Major Association (in which his team's Association is situated) to play in a four day or one day match, or is selected in any other match which in the player priorities for selection herein has a higher priority than series matches and in order to participate in such other match he is required to absent himself from the Provincial A team competition before it is completed, that player's team shall be entitled to substitute another player for the rest of such match and such replacement player shall be entitled to fully participate in that match provided :
 - 6.1.1 As soon as practicable after a player's selection for a four day match or one day match or other match with a higher priority as aforesaid is known, his Captain must advise the opposing Captain and Umpires of the name of such player and of his replacement.
 - 6.1.2 A replacement player shall not be entitled to bat in any innings in which the player he is replacing has already batted and any player replaced under the provisions of this rule shall be regarded as having been retired "not out" if he should be batting at the time when he is required to leave the match and his replacement shall be entitled to continue such innings.
 - 6.1.3 In the event of the replacement player(s) being unable to immediately continue the innings the provision of Law 2.9 will apply (unavoidable cause).
 - 6.1.4 If a player being replaced has failed to complete an over in progress at the time when he is required to leave the match, another player in his team shall complete the over.
 - 6.1.5 A player who is replaced and his replacement may not bowl two consecutive overs.

6.2 There is no limit on the number of players who may be replaced in a team during a match under the provisions of this rule.

7. Reports

Captain's Reports on Umpires and the Match Manager's Pitch/Ground Reports are to be sent, within 24 hours of the completion of the match to NZC.

The electronic address to be used is: <http://nzc.feedbacksport.com> using the username and password supplied by NZC to each Captain and each Association.

8. Clothing

Players shall wear white clothing and equipment for three day matches and coloured clothing/equipment for one day and Twenty20 matches.

9. Bowling loads

The following regulations apply for the 2016-17 season in relation to bowling loads:

Note: These restrictions apply to pace bowlers and to one day matches.

9.1 All pace bowlers (defined as bowlers where the wicketkeeper would normally stand back) are subject to a limitation of overs allowed to be bowled per day. This rule is made in the interests of player safety and follows extensive research findings.

9.2 Coaches are asked to apply the rule strictly and not try to avoid it by bringing up the wicketkeeper artificially. Player safety must be placed as a higher priority than match results, and the NZC High Performance Unit suggests that fast bowlers play no more than four out of five straight days of cricket for U17 and U19 players

9.3 In the event of any dispute at the tournament, the matter should be referred to NZC's General Manager High Performance whose ruling will be final.

National Provincial A Competition.

1. If a player is aged under 17 as at 01 September and is playing in the Provincial A Competition, he will be restricted to a bowling load of six overs in any one spell in one day cricket. In two day cricket a bowling load of six overs in any one spell, and a maximum of 16 overs per day applies.

2. If a player is aged under 19 as at 01 September and is playing in the Provincial A Competition, he will be restricted to a bowling load of eight overs in any one spell. In two day cricket a bowling load of 8 overs in any one spell, and a maximum of 20 overs per day applies.

3. A bowler aged 19 or over is not restricted in any bowling load.
 - 3.1 At the completion of a bowler's spell, the bowler may not bowl again until the equivalent number of overs as the length of that spell are bowled from the same end.
 - 3.2 In the event bad weather or light conditions cause a continuous suspension of play, upon resumption of play a bowler may commence a new spell providing the break from their previous bowling spell is of at least one hour duration.
 - 3.3 A bowler's spell will be deemed to have finished at the end of a day's play and a new spell may be commenced immediately the next day.
 - 3.4 In the instance where an innings is concluded and a team is asked to follow-on, the bowler's normal break between spells will apply.
 - 3.5 In the event of a bowler inadvertently exceeding the number of overs permitted, any extra balls bowled will be deemed legal deliveries and whatever eventuates, if anything, as a result of these deliveries, the position will stand. Upon notification of this irregularity, the offending bowler will be immediately replaced and the over completed by another bowler.
 - 3.6 Any part over completed will count as a full over only in so far as each bowler's limit is concerned.